How to / Trackmania / Mediatracker / 2D Triangles

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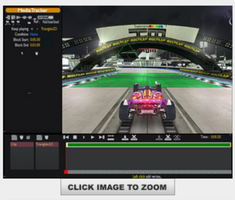
Introduction

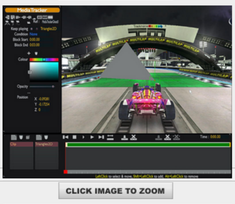
Triangles can be used to draw simple vector graphics within the mediatracker.

Simple handling



CLICK IMAGE TO ZOOM

Triangles are easy to handle.
As soon as you create a 2D-Triangle track, you get into the editor mode ("+" sign, where you're supposed to set 3 points which outline the triangle by a mouse click.



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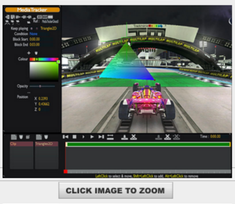
In the selector mode (arrow sign), you can chose one spot to edit its properties.

If you want to edit properties for multiple points, you can click + hold the left mouse button to drag over the area where the desired points are.



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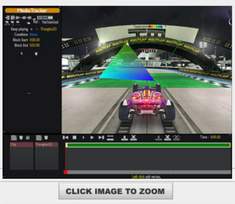
For each point, you can edit color and opacity. TM will automatically create a transition between all points of a triangle.



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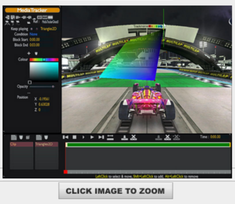
You can connect triangles to **polygons** by creating another trying and connecting the endspots with an existing triangle.



CLICK IMAGE TO ZOOM

You can **move** the points of a polygon/triangle by selecting it and then **click+drag** the horizontal or vertical lines of the YELLOW CROSS
Alternatively, you can enter the **x/y values manually** in the "..." advanced properties.
Don't forget: Triangles work with key frames in the timeline, so don't forget to edit (or copy/paste) all frames as desired.

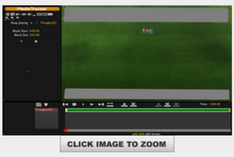
That's basically it. The question is, what you can do with it ...

Example "letterbox / widescreen"

The letterbox widescreen can be done in a number of way. You could use the letter I and change scale and rotate but I don't find that the edges are sharp enough. You could also use an image but if it take time to load or doesn't load at all you will run into the problem of everyone just seeing the default checkered flag.

I have found the best way is to use the 2D triangles. These give a nice sharp edge and you don't run into the problem of an image not loading.

In this tutorial I will show you how to put the 2D triangles to good use and make a nice looking widescreen.



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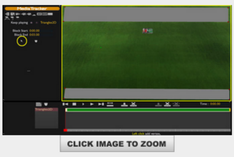
Showing in image left you will see I have just placed my triangles roughly where they will be going. We will put the coordinates in later. Each rectangle is made up using two triangles. When doing your second triangle you will notice if you place your pointer over the corner of your first triangle the small square will change from green to yellow, this means it will join the two presicely to make a four sided shape.

Changing the colours of your 2D triangles stage 1



CLICK IMAGE TO ZOOM

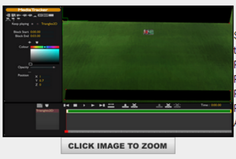
Circled in image left is the move button, click this. Now go to the preview area, starting from top left hold left mouse button and drag down to bottom right also highlighted in image. This will select all corners of both rectangles.

Changing the colours of your 2D triangles stage 2

CLICK IMAGE TO ZOOM

You should now be at the same point as image left.
Now drag colour changer down so both rectangles turn black.

Setting the coordinates



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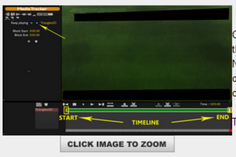
Starting top to bottom, left to right as shown in image we start setting the coordinates.
Point 1, x=1 y=1 | Point 2, x=-1 y=1
Point 3, x=1 y=0.7 | Point 4, x=-1 y=0.7
Point 5, x=1 y=-0.7 | Point 6, x=-1 y=-0.7
Point 7, x=1 y=-1 | Point 8, x=-1 y=-1
All 0.7 and -0.7 depend on how thick or thin you want them.

Final stage



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Click on the keep playing button so the widescreen will stay throughout your intro or whatever you use it for.
Now left click on the end of your timeline, while holding Ctrl left click on the start of the timeline. This will copy all the 2D triangle's coordinates from the start block to the end block.

That is your letterbox widescreen finished.

If you want to use this again you can export clip and use import clip next time you want to use it. This way you don't have to go through this again and again.

Another good use for triangles is drawing simple pictures or even animations, because in opposite to external grahics resources, triangle based pictures are available immediately without any loading action of the client.. Don't forget to save frequently, because the 2D triangles are known to be a bit bugged...

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